



PATENT  
843161-189

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: JAMES G. HANKO

Serial No.: 09/289,785

Filed: April 9, 1999

Title: METHOD AND APPARATUS FOR  
CLIPPING VIDEO INFORMATION BEFORE  
SCALING

Art Unit: 2672

Examiner: Thu Thao Havan

DECLARATION OF GERARD A. WALL UNDER 37 C.F.R. § 1.132

Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450


1. I, the undersigned, am an individual who has been professionally employed in the field of computer network systems since about 19~~82~~<sup>82</sup>, and in the field of marketing, designing, and engineering network server, network client, network display, and related products since about 19~~82~~<sup>82</sup>.
2. This declaration is submitted to rebut the Examiner's rejection of Claims 1-30 and 34-51 under 35 U.S.C. § 103(a) over Nguyen (U.S. Patent No. 5,515,511) in view of Munson (U.S. Patent No. 5,699,277) in the Office Action mailed October 8, 2003, by showing that it would not have been obvious to combine a transmission of video data from a server to an end station (client) over an analog network with the video data being compressed and decompressed before reaching the end station as disclosed by Nguyen with clipping of video data within a single computer (or at the end station) as disclosed by Munson.

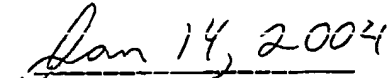
3. As a professional marketer and designer of computer network systems, I am generally aware of the makes and models of computer network systems that are available for sale to network users in the United States. I am not aware of any network display system that provides for the clipping of video data from a server unit to a client unit.
4. Traditionally, the clipping of video data in a computer network has been done on the client using the client's graphic chip hardware. This is, what is actually being displayed on the client unit is determined at the client unit (and the server does not clip or know what is currently being displayed on the client unit).
5. As has been the case throughout my career in the computer network industry, the general philosophy in designing display systems is to defer clipping of video display data as far away as possible from the sources of the video data (i.e., clip away from the server or servers that obtain the original video data and only clip at the client that actually display the video data).
6. Other than the computer network display system constructed according to the U.S. patent application Serial No. 09/289,785, I am not aware of any systems that use a server to provide for clipped video data prior to transmitting the video data to the thin client for display (i.e., other systems clip at the client).
7. It should be appreciated that in the network display system constructed according to patent application Serial No. 09/289,785, all the decision making for data clipping is performed at the server and not at the client. One of the advantages of clipping of video data at the server is that the bandwidth requirements for transmission of video data are reduced due to the permanent extraction (i.e., elimination) of the video data by the clipping process at the server.

8. At various times in the past, I had conversations with others in the computer network industry, and with display designers for the computer network industry, concerning the subject of video data clipping. My conversations, together with my experiences using prior-art computer network systems, lead me to believe that many or most people in the industry who have experience with prior-art computer network system believe that a display system should clip its video data at the client and that the clipping of video data should not be tied to the network (i.e., clipping should not be at the server). I believe such attitudes are widely-held in the industry, and are influenced by tradition, the high cost re-designing servers, and the low cost of network bandwidth (i.e., there is no incentive to provide the addition designing cost at the server end to save network bandwidth).
9. I have also personally used, under a confidentiality agreement, an early prototype network display system constructed according to the U.S. patent application Serial No. 09/289,785. It is possible with the display system constructed according to patent application Serial No. 09/289,785, to transmit clipped video images that have never been compressed. As a matter of fact, I wrote one of the early debugging programs to test this feature. That is, using a camera to capture live video images, the display system clipped these live video images at the server and transmitted them to a client (i.e., a thin client or a desktop unit) for display without compressing the images. Accordingly, I believe there clearly is a difference between compression and clipping of video data in the present context.

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10. I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

  
Gerard A. Wall

  
Date